4 Aasimar Fighter

LEVEL 1 | AC 16 | DEF 13 | SPEED 5 | HP 20

ATTACK ACTIONS

Longsword: +6 vs AC; 10 Damage

ABILITIES
Aasimar • Martial

SPECIAL POWERS

Combat Challenge: Enemies adjacent to this creature have -2 Attack when making an attack that does not target it.

The wicked tremble before a warrior blessed with celestial blood.

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318 Aspect of Bahamut

LEVEL 21 | AC 35 | DEF 34 | SPEED F8 | HP 200

ATTACK ACTIONS

Claws of Faith: +24 vs AC; 20 + 20 radiant Damage

❑ **Divine Wrath:** (burst 3, enemies only) +22 vs DEF (Ref); 30 radiant Damage AND ongoing 10 radiant Damage (save ends); allies within 3 squares heal 20 HP. RECHARGE when an ally is destroyed.

❑ **Weakening Fire:** (blast 5) +22 vs DEF (Fort); 40 fire Damage AND Weakened (save ends). RECHARGE when first Bloodied.

ABILITIES
Good • Immortal • Dragon
Flight; +4 DEF (Will)
Resist 20 Fire, 40 Radiant

SPECIAL POWERS

Exemplar of Good: Adjacent Evil creatures have -2 Attack, -2 AC, and -2 DEF. Whenever this creature activates, adjacent Evil creatures take 10 radiant Damage.

CHAMPION 3 ❑❑❑

• Use at start of round. Until end of round, each creature in your warband heals 10 HP whenever an enemy is destroyed.

• Use when an enemy scores a critical. That enemy takes damage equal to half the damage dealt.

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47 Cleric of Syreth

LEVEL 11 | AC 27 | DEF 23 | SPEED 5 | HP 75

ATTACK ACTIONS

Mace: +15 vs AC; 15 Damage

Flaming Crossbow: (nearest) +17 vs AC; 15 + 5 fire Damage

❑ **Syreth's Blessing:** (range 5) +19 vs AC; 10 + 10 radiant Damage AND allies adjacent to target heal 10 HP

ABILITIES
Good • Human • Divine

SPECIAL POWERS

❑❑ **Syreth's Wrath:** Use when an ally is destroyed by an enemy; this creature has +4 Attack and +10 Damage against that enemy until end of round.

CHAMPION 3 ❑❑❑

• Use when an enemy targets this creature with a attack. If that attack hits, that enemy has -2 Attack until end of battle.

• Use at start of an enemy's turn. Allies that grant combat advantage to that enemy have +4 AC until end of turn.

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30 Dragonborn Fighter

LEVEL 9 | AC 26 | DEF 20 | SPEED 5 | HP 60

ATTACK ACTIONS

Battleaxe: +16 vs AC; 15 Damage

❑ **Dragonborn Breath:** (blast 3) +14 vs DEF (Ref); 10 acid OR lightning Damage

Pinning Strike: +14 vs DEF (Fort); 15 Damage AND Immobilized

ABILITIES
Dragonborn • Martial

SPECIAL POWERS

❑ **Distracting Mark:** Use after an enemy resolves an attack against an ally adjacent to this creature; that enemy has -4 Attack until it targets this creature with an attack. RECHARGE when no creature is affected by this power.

❑❑ **Dragonborn Resolve:** Use when this creature is hit by an attack; -10 Damage on that attack.

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41 Golden Protector

LEVEL 11 | AC 25 | DEF 24 | SPEED F6 | HP 70

ATTACK ACTIONS

Bite: +18 vs AC; 20 Damage

❑ **Golden Fury:** (burst 2) +16 vs DEF (Fort); 20 radiant Damage AND Dazed. RECHARGE when first Bloodied.

ABILITIES
Good • Planar
Flight; +4 DEF (Will)
Resist 10 Fire

SPECIAL POWERS

Aura of Protection from Evil: This creature and each ally adjacent to it have +2 AC against Underdark creatures and Evil creatures.

❑ **Golden Radiance:** Minor action; this creature and each ally adjacent to it heal 10 HP.

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31 Meepo, Dragonlord

LEVEL 8 | AC 23 | DEF 21 | SPEED 5 | HP 65

ATTACK ACTIONS

Short Sword: +15 vs AC; 15 Damage

Beacon of Hope: +14 vs AC; 15 radiant Damage AND target ally within 3 squares of this creature makes a save against 1 condition or ongoing effect that a save can end

ABILITIES
Kobold • Divine
Unique
+4 DEF (Will)

SPECIAL POWERS

Dragon Trainer: Dragon enemies have -2 Attack against this creature and allies adjacent to it.

Hallowed Aura: Allies within 5 squares of this creature have +1 AC and +1 DEF.

CHAMPION 2 ❑❑

• Use when a Dragon enemy declares a or attack. Choose up to 3 allies; that attack misses those allies.

• Use when this creature or an ally is targeted by an attack that targets DEF. That creature has +2 DEF until end of battle.

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36 Slaughterstone Eviscerator

LEVEL 10 | AC 27 | DEF 25 | SPEED 6 | HP 60

ATTACK ACTIONS

Stoneblade: +16 vs AC; 15 Damage

Stoneblade Flurry: (burst 2, enemies only) +18 vs AC; 10 Damage

ABILITIES
Construct
Immune Fear
Reach 2

Even dwarf engineers marvel at its destructive might.

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59 Tordek, Dwarf Champion

LEVEL 13 | AC 26 | DEF 22 | SPEED 6 | HP 100

ATTACK ACTIONS

Shocking Waraxe: +20 vs AC; 10 + 10 lightning Damage

❑ **Thrown Warhammer:** (range 10) +18 vs AC; 15 Damage AND Stunned

ABILITIES
Dwarf • Martial
Unique; +4 DEF (Fort)
Dodge Giants: +4 AC against Giant creatures.
Ghost Touch: This creature's Attacks ignore Insubstantial.

SPECIAL POWERS

Awareness: Can make an opportunity attack against an adjacent enemy that shifts.

Cleave: Immediate, when this creature's attack destroys an enemy; make a attack. Usable once per turn.

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War Weaver

33

LEVEL 9 | AC 21 | DEF 19 | SPEED 6 | HP 40

ATTACK ACTIONS

Acidic Dagger: +16 vs AC; 5 acid Damage. Hit or miss, this creature teleports 3 squares.

Cloud of Daggers: (radius 1 within 10) +13 vs DEF (Ref); 10 Damage

Disrupt Tapestry: +14 vs DEF (Will), can target allies; target teleports 3 squares. Hit or miss, this creature teleports 3 squares.

❑ **Hailstorm:** (radius 2 within sight) +16 vs AC; 10 + 10 cold Damage, 10 Damage on miss

ABILITIES

Human • Arcane

SPECIAL POWERS

❑ **Tapestry Shift:** Minor action; this creature and up to 3 allies adjacent to it teleport 4 squares.

Her web of spells protects her allies as a shield protects a warrior.

Bonded Fire Summoner

43

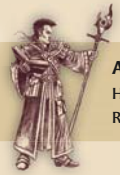
LEVEL 11 | AC 21 | DEF 23 | SPEED 6 | HP 45

ATTACK ACTIONS

Fiery Staff: +18 vs AC; 10 fire Damage

❑ **Fickle Flame:** (sight) +16 vs DEF (Fort); 15 fire Damage AND ongoing 10 fire Damage AND target's Resist Fire is reduced by 15 (save ends both)

Inferno Burst: (radius 1 within 10) +16 vs DEF (Ref); 20 fire Damage



ABILITIES

Human • Arcane • Fire

Resist 10 Fire

SPECIAL POWERS

Dancing Flame: Minor action; 1 Fire ally within 5 squares of this creature shifts 1 square.

❑ **Maelstrom of Flames:** Minor action; each enemy within 5 squares of this creature takes 10 fire Damage if that enemy is adjacent to a Fire creature.

Clawfoot Rider

48

LEVEL 12 | AC 25 | DEF 23 | SPEED 7 | HP 80

ATTACK ACTIONS

Axe, Claws, and Fangs: +18 vs AC; 20 Damage

Longbow: (sight) +17 vs AC; 20 Damage

❑ **Split the Tree:** (2 targets) +16 vs AC each; 20 Damage each. RECHARGE when this creature hits with a attack.

ABILITIES

Halfling • Beast • Mounted

Stable Footing: Difficult terrain does not affect this creature's movement.

Deeper than friendship is the bond between a Talenta halfling and her mount.

Goliath Cleric of Kavaki

36

LEVEL 8 | AC 20 | DEF 20 | SPEED 5 | HP 65

ATTACK ACTIONS

Greatclub: +16 vs AC; 15 Damage

❑ **Hold Person:** (sight) +14 vs DEF (Will); Immobilized

Power Swing: + 14 vs AC; 20 Damage AND push 1 square

ABILITIES

Goliath • Divine

+4 DEF (Fort)

Solid Footing: Not subject to push, pull, and slide effects of enemies.

SPECIAL POWERS

❑❑ **Bull's Strength:** Minor action; 1 adjacent ally has +10 Damage until end of its next turn.

❑ **Cure Serious Wounds:** Minor action; this creature or 1 adjacent ally heals 20 HP.

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Griffon Cavalry

63

LEVEL 14 | AC 28 | DEF 26 | SPEED F7 | HP 85

ATTACK ACTIONS

Lance: +19 vs AC; 20 Damage

Mounted Attack: This creature moves up to its Speed and makes a attack at any time during its move.

ABILITIES

Human • Griffon • Mounted

Flight

Reach 2

SPECIAL POWERS

Cavalry Charge: Whenever this creature charges, allies have +2 Attack and +5 Damage against target of the charge until end of round.

Jouster 10: +10 Damage against Mounted targets.

They flash from the sky like thunderbolts.

Small Copper Dragon

15

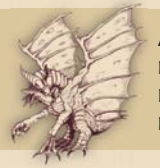
LEVEL 5 | AC 19 | DEF 17 | SPEED F7 | HP 40

ATTACK ACTIONS

Claw Rake: +12 vs AC; 10 Damage

❑ **Acid Breath:** (line 6) +10 vs DEF (Ref); 15 acid Damage

❑ **Slow Breath:** (blast 3) +10 vs DEF (Fort); Slowed (save ends)



ABILITIES

Dragon

Flight

Resist 10 Acid

Only a fool would mistake the dragon's lighthearted nature for weakness.

Spellscale Sorcerer

31

LEVEL 8 | AC 21 | DEF 21 | SPEED 6 | HP 55

ATTACK ACTIONS

Acidic Claw: +15 vs AC; 5 + 10 acid Damage

Acid Arrow: (sight) +13 vs DEF (Ref); ongoing 10 acid Damage AND 5 acid Damage to creatures adjacent to target

❑ **Ray of Enfeeblement:** (range 6) +13 vs DEF (Fort); 15 necrotic Damage AND Weakened (save ends)

ABILITIES

Dragon • Arcane

+4 DEF (Will)

SPECIAL POWERS

❑❑ **Counterspell:** Immediate, when an Arcane or Divine enemy within sight declares a , , or attack; roll 1d20. On a 10+, that attack has no effect and is considered used.

Storm Archer

33

LEVEL 9 | AC 21 | DEF 20 | SPEED 7 | HP 50

ATTACK ACTIONS

Short Sword: +14 vs AC; 10 Damage

Longbow: (sight) +14 vs DEF (Ref); 15 lightning Damage

ABILITIES

Elf • Martial

Hard Target: +4 AC and +4 DEF against enemies farther than 10 squares.

SPECIAL POWERS

❑❑ **Disruptive Strike:** Immediate, when an enemy in line of sight makes an attack against an ally; make a attack against that enemy. If the attack hits, the enemy also has -4 Attack on its next attack roll.

Lightning flashed, but the only thunder was the sound of his enemies falling to the ground.

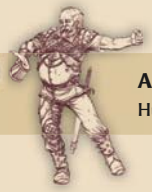
4 Tavern Brawler

LEVEL 1 | AC 15 | DEF 14 | SPEED 6 | HP 25

ATTACK ACTIONS

Sucker Punch: +8 vs AC; 10 Damage

❑ **Thrown Pint:** (range 3) +5 vs DEF (Ref); 5 Damage AND target grants combat advantage to all creatures until start of its next turn



ABILITIES
Human

SPECIAL POWERS

Clumsy: Whenever this creature misses with a ⍿ attack, it is Immobilized until end of its next turn.

Drunken Stagger: Can charge to any space adjacent to target, instead of the nearest space.

46 Warden of the Wood

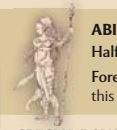
LEVEL 11 | AC 21 | DEF 21 | SPEED 6 | HP 55

ATTACK ACTIONS

Woodland Staff: +14 vs AC; 10 Damage

❑ **Pillar of Fire:** (radius 2 within sight) +16 vs DEF (Ref); 25 fire OR radiant Damage

Sheet Lightning: (range 10) +16 vs DEF (Ref); 15 lightning Damage to target AND 10 lightning Damage to enemies adjacent to target



ABILITIES
Half-Elf • Primal

Forest Walk: Forest terrain does not affect this creature's movement.

SPECIAL POWERS

Copse Glide: Beast allies and Plant allies have Forest Walk while within 5 squares of this creature.

❑❑ **Sudden Growth:** Minor action; 3 contiguous nonwall squares within sight are forest until end of battle.

CHAMPION 2 ❑❑

- Use when an enemy is first Bloodied by a Beast or Plant ally's attack. That enemy takes 20 Damage.
- Use when a Beast or Plant ally activates. Until end of its turn, that creature does not provoke opportunity attacks for moving out of forest squares.

10 Azer Fighter

LEVEL 3 | AC 20 | DEF 16 | SPEED 5 | HP 35

ATTACK ACTIONS

Hammer: +10 vs AC; 10 Damage

❑ ⍿ **Explosive Strike:** +10 vs AC; 10 Damage to target AND 5 fire Damage to all creatures adjacent to target. RECHARGE when an enemy is destroyed by fire damage or by an attack that deals fire damage.

ABILITIES
Planar • Martial
Resist 5 Fire

His fury burns hotter than his flame.

151 Huge Fire Elemental

LEVEL 20 | AC 29 | DEF 31 | SPEED 7 | HP 135

ATTACK ACTIONS

Flaming Slam: +21 vs DEF (Ref); 25 + 15 fire Damage

❑ **Mighty Conflagration:** (burst 2) +19 vs DEF (Ref); 50 fire Damage. RECHARGE when this power destroys an enemy.

ABILITIES
Elemental • Fire
Resist 30 Fire
Defensive Advantage: Never grants combat advantage.
Reach 3

SPECIAL POWERS

Fire Shield 10: Any creature that hits this creature with a ⍿ attack takes 10 fire Damage.

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189 Purple Worm

LEVEL 20 | AC 33 | DEF 33 | SPEED 6 | HP 140

ATTACK ACTIONS

Bite: +25 vs AC; 25 Damage AND Immobilized (save ends)

⍿ **Clamping Jaws:** (Immobilized target only) +25 vs DEF (Ref); 35 Damage

ABILITIES
Beast
Burrow
+4 DEF (Fort)
Reach 3

SPECIAL POWERS

❑ **Swallow Whole:** Immediate, after this creature hits a Large or smaller target with its Bite attack; make a Clamping Jaws attack against the same target. RECHARGE when this creature misses with Clamping Jaws.

❑ **Tunneling Surprise:** Replaces turn, only while Bloodied: Place this creature adjacent to any Large or smaller enemy, then make a Bite attack against that enemy.

14 War Ape

LEVEL 4 | AC 15 | DEF 13 | SPEED 6 | HP 35

ATTACK ACTIONS

Bladed Gauntlet: +8 vs AC; 15 Damage

❑ ⍿ **Bladed Fury:** Use before moving this turn; make 2 ⍿ attacks. RECHARGE when this creature destroys an enemy.

ABILITIES
Beast

SPECIAL POWERS

❑ **Battle Hardened:** Minor action, use while adjacent to an allied Civilization champion; +20 HP. This can increase this creature's HP total above 35, although it is considered Bloodied only at 15 HP or fewer.

❑ **Trained for War:** Minor action, use while adjacent to an allied Wild champion; +5 Damage until end of battle.

34 Wizened Elder Watcher

LEVEL 8 | AC 22 | DEF 22 | SPEED 5 | HP 55

ATTACK ACTIONS

Wallop: +15 vs AC; 15 Damage

Thorny Grasp: (range 5) +14 vs DEF (Ref); ongoing 10 Damage AND Immobilized (save ends both)

❑ **Winter's Embrace:** (radius 1 within 10) +13 vs DEF (Fort); 10 cold Damage AND Slowed (save ends)

ABILITIES
Plant
Stable Footing: Difficult terrain does not affect this creature's movement.

SPECIAL POWERS

Faerie Fire: Enemies within 5 squares of this creature do not benefit from Conceal or Hide and are not invisible.

Forest Celerity: Whenever this creature starts its turn in a forest square or moves into a forest square during its turn, it has +2 Speed until end of turn.

Roots: Squares adjacent to this creature count as difficult terrain for non-Plant enemies.

352 Aspect of Tiamat

LEVEL 20 | AC 32 | DEF 30 | SPEED F9 | HP 195

ATTACK ACTIONS

Poisonous Bite: +23 vs AC; 25 Damage AND ongoing 10 poison Damage (save ends)

❑❑❑❑❑ **Breath of Tiamat:** (blast 5) +20 vs DEF (Ref); 25 Damage, 1 of acid, cold, fire, lightning, or poison. Choose each type only once per battle.

❑❑ ⍿ **Tiamat's Fury:** Make up to 3 ⍿ attacks, each against a different target.

ABILITIES
Evil • Immortal • Dragon
Flight; Reach 2
Resist 20, Acid, Cold, Fire, Lightning, Poison

SPECIAL POWERS

❑ **Furious Breath:** Immediate, when first Bloodied; use Breath of Tiamat.

❑ **Tiamat's Scorn:** Immediate, when Breath misses an adjacent target; make 2 ⍿ attacks against that target.

CHAMPION 3 ❑❑❑

- Use when Breath of Tiamat destroys an ally. This creature has +4 AC and +2 DEF until start of its next turn.
- Use when an enemy succeeds on a save. That save fails instead. End a condition affecting a creature in your warband.

68 Blackguard on Nightmare

LEVEL 13 | AC 27 | DEF 25 | SPEED F7 | HP 80

ATTACK ACTIONS

Longsword: +20 vs AC; 15 Damage

Mounted Attack: This creature moves up to its Speed and makes a attack at any time during its move.

ABILITIES

Evil • Human • Mounted • Divine

Flight; Smoke: Conceal 6; Conceal 11 against nonadjacent enemies.

SPECIAL POWERS

Cavalry 5: +5 Damage against non-Mounted targets.

Powerful Charge 10: +10 Damage on charge.

CHAMPION 3

- Use when an ally becomes Bloodied but is not destroyed. That ally makes an immediate attack at +10 Damage but takes 15 Damage if it misses.
- Use when you win initiative. Creatures in your warband gain Conceal 6 this round.

145 Bluespawn Godslayer

LEVEL 19 | AC 31 | DEF 29 | SPEED 6 | HP 135

ATTACK ACTIONS

Greatsword: +22 vs AC; 40 Damage

Shield Bash: +20 vs AC; 20 Damage AND push 3 squares

Slash and Bash: Make a Greatsword attack and a Shield Bash attack against the same target.

ABILITIES

Dragon • Spawn • Planar

+4 DEF (Will)

Resist 20 Lightning

SPECIAL POWERS

Dragon Bane: +2 Attack and +10 Damage against Dragon targets.

Shrug off Pain: When hit by an attack that deals 20 or less Damage, this creature ignores all non-Damage effects of that attack.

103 Cadaver Collector

LEVEL 16 | AC 27 | DEF 25 | SPEED 6 | HP 100

AATTACK ACTIONS

Slam: +23 vs AC; 25 Damage

Paralyzing Breath: (blast 3) +21 vs DEF (Fort); Helpless (save ends)

ABILITIES

Construct

Immune Fear, Poison

+4 DEF (Fort)

Reach 2

SPECIAL POWERS

Bloodthirsty 10: +10 Damage against Bloodied targets.

Corpse Collecting: Whenever an adjacent creature is destroyed, RECHARGE Paralyzing Breath AND this creature heals 10 HP.

It wades through the carnage with grisly purpose.

14 Diseased Dire Rat

LEVEL 3 | AC 19 | DEF 15 | SPEED 6 | HP 30

ATTACK ACTIONS

Infectious Bite: +8 vs AC; 10 Damage AND target cannot gain HP (save ends)

ABILITIES

Beast • Rat

SPECIAL POWERS

Distracting Presence: Enemies adjacent to this creature do not score victory points for occupying victory areas.

Pack Frenzy: +2 Attack and +5 Damage while adjacent to a Rat ally.

The rats themselves are a plague.

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169 Displacer Beast Pack Lord

LEVEL 20 | AC 30 | DEF 30 | SPEED 7 | HP 110

ATTACK ACTIONS

Bite: +25 vs AC; 25 Damage

Pack Lord's Fury: (only against target granting this creature combat advantage) Make 2 attacks, each against the same target. If both hit, target is also Immobilized (save ends).

ABILITIES

Magical Beast

Stable Footing: Difficult terrain does not affect this creature's movement.

Conceal 11; Reach 3

SPECIAL POWERS

Superior Shifting Tactics: Whenever this creature's Conceal causes an enemy's attack to miss it, make a attack against that enemy. Hit or miss, this creature shifts 1 square.

Threatening Reach: Can make opportunity attacks against enemies within Reach.

27 Doom Fist Monk

LEVEL 9 | AC 23 | DEF 21 | SPEED 7 | HP 60

ATTACK ACTIONS

Dragonchain: (Reach 2) +14 vs AC; 15 Damage AND this creature shifts 2 squares

Strangle: +12 vs DEF (Fort); 15 Damage AND Immobilized

ABILITIES

Goblin • Hobgoblin • Ki

SPECIAL POWERS

Bloodthirsty 5: +5 Damage against Bloodied targets.

Wild Slayer 5: +5 Damage against Wild targets.

"I bring you tidings from my dark queen, Tiamat. Your end is at hand—my hand."

256 Dracolich

LEVEL 18 | AC 32 | DEF 30 | SPEED F7 | HP 180

ATTACK ACTIONS

Bite: +24 vs AC; 30 Damage

Bluefire Breath: (blast 5) +21 vs DEF (Ref); 25 necrotic Damage AND ongoing 15 lightning Damage (save ends), 15 necrotic only on miss. RECHARGE when first Bloodied.

Tail Sweep: (2 targets) +20 vs DEF (Ref) each; 20 Damage each AND Dazed

ABILITIES

Evil • Dragon • Undead

Flight; Reach 2

Resist 30 Lightning, Necrotic

SPECIAL POWERS

Mesmerizing Gaze: Immediate, when targeted by a attack; -8 Attack on that attack roll.

CHAMPION 2

- Use when a creature takes necrotic damage. That creature gains ongoing 10 necrotic Damage (save ends).
- Use when an enemy declares a shift. That enemy instead does not shift and is Dazed.

11 Dragonwrought Kobold

LEVEL 4 | AC 20 | DEF 20 | SPEED F6 | HP 30

ATTACK ACTIONS

Spear: +11 vs AC; 10 Damage

Ditherbomb: (radius 1 within 5) +9 vs DEF (Ref); 5 acid Damage AND ongoing 5 acid Damage (save ends)

ABILITIES

Kobold • Dragon

Flight

SPECIAL POWERS

Powerful Charge 5: +5 Damage on charge.

The only thing more troublesome than a sneaky kobold is a sneaky kobold with wings.

10 Dread Warrior

LEVEL 4 | AC 16 | DEF 14 | SPEED 5 | HP 45

ATTACK ACTIONS

⊕ **Greataxe Swing:** +6 vs AC; 10 Damage AND push 1 square AND this creature shifts into a square vacated by target

ABILITIES
Undead
+4 DEF (Fort)

SPECIAL POWERS

❑❑ **Tireless Pursuit:** Immediate, after resolving a ⊕ attack; push target of that attack 1 square AND this creature shifts into a square vacated by target.

Some soldiers do not know they have died in battle, forever fighting with the living.

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236 Eldritch Giant

LEVEL 24 | AC 34 | DEF 30 | SPEED 6 | HP 175

ATTACK ACTIONS

⊕ **Thundering Greatsword:** +27 vs AC; 30 + 10 thunder Damage

↗ **Eldritch Dart:** (sight) +20 vs DEF (Ref); 20 Damage

❑ ↗ **Harrowstorm:** (range 10) +25 vs DEF (Fort); 40 Damage AND slide 5 squares

ABILITIES
Giant • Arcane
Reach 3

SPECIAL POWERS

❑❑ **Arcane Ward:** Immediate, when an Arcane enemy makes an attack against this creature; roll 1d20. 15-19: attack misses; 20: attack misses, and that enemy is Stunned (save ends).

❑ **Dimension Door:** Replaces move action: Teleport 10 squares. RECHARGE when first Bloodied.

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45 Greenspawn Razorfiend

LEVEL 12 | AC 27 | DEF 24 | SPEED 6 | HP 75

ATTACK ACTIONS

⊕ **Bite:** +18 vs AC; 20 Damage

⸸ **Razorwings:** 2 attacks, +16 vs AC each; 15 Damage each

ABILITIES
Dragon • Spawn
Resist 10 Acid

SPECIAL POWERS

Keen Critical 19: Scores criticals on attack rolls of natural 19+.

❑ **Prodigious Jump:** Minor action; this creature has Flight until end of turn. RECHARGE at end of this creature's turn if it did not move that turn.

Razor Frenzy: Immediate, when an adjacent enemy becomes Bloodied; make a ⊕ attack against that enemy.

Tiamat's Blessing (Acid): Adjacent Spawn creatures have Resist 10 Acid.

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37 Hobgoblin Talon of Tiamat

LEVEL 10 | AC 24 | DEF 22 | SPEED 5 | HP 65

ATTACK ACTIONS

⊕ **Spear:** +17 vs AC; 10 Damage

⇜ **Blast of Cold:** (blast 3) +15 vs DEF (Fort); 15 cold Damage

ABILITIES
Goblin • Hobgoblin • Divine
Resist 5 Cold

SPECIAL POWERS

Civilization Slayer 5: +5 Damage against Civilization targets.

Lead from the Front: Use when this creature hits with a ⸸ attack; allies have +2 Attack against target of that attack until end of round.

CHAMPION 2 ❑❑

Warband Building: All Spawn creatures are legal in your warband.

- Use at start of round. Each Dragon, Goblin, or Spawn ally has +2 Attack until end of round.
- Use when a Dragon, Goblin, or Spawn enemy is eliminated. Score +5 VP.

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4 Kobold Zombie

LEVEL 1 | AC 13 | DEF 11 | SPEED 5 | HP 25

ATTACK ACTIONS

⊕ **Slam:** +4 vs AC; 10 Damage

ABILITIES
Kobold • Undead • Minion
Plodding: Cannot charge; can take only 1 move action each round.

SPECIAL POWERS

Minion Attack 5: +5 ⸸ Damage while a Minion ally is adjacent to target.

"The reptilian horde drew into our firelight, carrying with it a rotten stench."–Alhandra, paladin

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51 Large Green Dragon

LEVEL 8 | AC 25 | DEF 22 | SPEED F9 | HP 85

ATTACK ACTIONS

⊕ **Bite:** +15 vs AC; 10 Damage AND ongoing 10 poison Damage (save ends)

❑ ⇜ **Poison Breath:** (blast 5) +14 vs DEF (Fort); 15 poison Damage AND ongoing 10 poison Damage (save ends), 10 poison only on miss. RECHARGE when first Bloodied.

ABILITIES
Dragon
Flight; Reach 2
Resist 10 Poison

CHAMPION 1 ❑

- Use at start of round. Allies have an extra +4 ⸸ Attack and +10 ⸸ Damage against flanked targets until end of round.

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9 Wererat Rogue

LEVEL 4 | AC 18 | DEF 16 | SPEED 6 | HP 35

ATTACK ACTIONS

⊕ **Short Sword:** +11 vs AC; 10 Damage

⸸ **Sword and Bite:** +9 vs AC; 10 Damage; reroll once on miss

ABILITIES
Shapeshifter • Stealth
Hide

SPECIAL POWERS

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

From the shadows, a sly hiss and the deadly flash of steel.

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7 Poison Dusk Lizardfolk

LEVEL 3 | AC 18 | DEF 16 | SPEED 6 | HP 25

ATTACK ACTIONS

⊕ **Longsword:** +9 vs AC; 10 Damage

↗ **Poison Arrow:** (nearest) +8 vs AC; 5 Damage AND ongoing 5 poison Damage (save ends)

ABILITIES
Lizardfolk

SPECIAL POWERS

❑ **Camouflage:** Minor action; until it moves, this creature is invisible to enemies not adjacent to it.

Solitary Hunter: +2 Attack and +5 Damage while this is the only creature adjacent to target.

Smarter than their larger cousins, these lizardfolk use poison and traps to bring down their prey.

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33 Witchknife

LEVEL 10 | AC 24 | DEF 22 | SPEED 6 | HP 65

Attack Actions

Spear: +17 vs AC; 15 Damage

Mindwallop: (range 10) +17 vs DEF (Will); 10 psychic Damage AND Dazed (save ends)

Abilities

Evil • Witchknife • Psionic

Resist 5 Fire

Special Powers

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

Universally Hated: If this creature is destroyed by an enemy of level 9 or lower, that enemy's controller scores +10 VP.

❑ **Witchknife Mindstorm:** Replaces attack action: Choose a keyword, then attack each enemy with that keyword; +13 vs DEF (Will); Stunned (save ends).

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39 Blackspawn Exterminator

LEVEL 11 | AC 25 | DEF 23 | SPEED 7 | HP 70

Attack Actions

Longsword: +16 vs AC; 15 + 5 acid Damage

❑ **Blinding Strike:** +16 vs DEF (Ref); 15 Damage AND Blinded (save ends)

❑ **Gout of Acid:** (line 10) +14 vs DEF (Fort); 15 acid Damage

Abilities

Dragon • Spawn • Stealth

Resist 10 Acid

Special Powers

❑ **Ghost Step:** Minor action; this creature is invisible until end of turn. RECHARGE when first Bloodied.

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

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30 Cleric of Laogzed

LEVEL 8 | AC 20 | DEF 22 | SPEED 6 | HP 55

Attack Actions

Spear: +15 vs AC; 15 Damage

Consumption of Laogzed: (range 5) +13 vs DEF (Fort); 10 necrotic Damage AND ongoing 5 necrotic Damage AND -2 Attack (save ends both)

Abilities

Evil • Troglodyte • Divine

Special Powers

❑ **Feast of Laogzed:** Immediate, when a Troglodyte ally within 5 squares destroys a living enemy; that ally heals 20 HP and is Stunned.

Laogzed's Hunger: Troglodytes adjacent to this creature have +5 Damage against Bloodied targets.

Stench: Adjacent living creatures have -2 Attack; Troglodytes immune.

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6 Cloudreaver

LEVEL 2 | AC 17 | DEF 15 | SPEED 6 | HP 25

Attack Actions

Scimitar: +7 vs AC; 10 Damage

Dirty Fighting: (Blinded target only) +9 vs AC; 15 Damage

Sand in the Eyes: +6 vs DEF (Ref); Blinded

Abilities

Human • Martial

Defensive Mobility: +5 AC against opportunity attacks while moving.

Special Powers

Quick Throw: Minor action; make a Sand in the Eyes attack.

Fear the 'reavers of the Lhazaar Principalities.

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40 Demonic Gnoll Archer

LEVEL 11 | AC 21 | DEF 23 | SPEED 6 | HP 50

Attack Actions

Knife: +16 vs AC; 15 Damage

Hail of Arrows: (radius 1 within sight) +18 vs AC; 20 Damage

Abilities

Evil • Demon • Gnoll

Resist 10 Fire, Poison

Special Powers

Hunter's Eye: Minor action; choose 1 enemy; +5 Damage against that enemy until end of battle. RECHARGE when no creature is affected by this power.

Prey on the Weak: Allies within 5 squares of this creature have +2 Attack against damaged enemies.

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142 Huge Fiendish Spider

LEVEL 17 | AC 31 | DEF 29 | SPEED 6 | HP 135

Attack Actions

Paralytic Bite: +24 vs AC; 20 Damage AND Stunned

Virulent Bite: +22 vs AC; 20 + 20 poison Damage AND Virulent Poison (save ends)

Web: (range 10) +22 vs DEF (Ref); Immobilized

Abilities

Evil • Beast • Spider

Immune Poison

Resist 15 Fire

Special Powers

Quick Webspinner: Minor action; make a Web attack.

Virulent Poison: (Condition) Whenever affected creature fails a save to remove this condition, it takes cumulative +10 poison Damage.

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5 Hunting Hyena

LEVEL 1 | AC 13 | DEF 11 | SPEED 8 | HP 20

Attack Actions

Bite: +5 vs AC; 10 Damage

❑ **Down Prey:** (Medium or smaller target only) +3 vs DEF (Ref); 15 Damage AND slide 1 square

Abilities

Beast

Special Power

Gnoll Bolstered: +2 Attack and +5 Damage while within 4 squares of a Gnoll ally.

It never hunts alone.

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42 Large Fang Dragon

LEVEL 10 | AC 23 | DEF 20 | SPEED F6 | HP 80

Attack Actions

Bite: +15 vs AC; 20 Damage

❑ **Brutal Rend:** +13 vs DEF (Fort); 25 Damage AND Stunned

Abilities

Dragon

Flight

Special Powers

Bloodthirsty 10: +10 Damage against Bloodied targets.

CHAMPION 1 ❑

• Use when an enemy becomes Bloodied. Choose 1 ally; that ally heals 10 HP.

"It tore at our lines in playful cruelty, like a cat toying with its prey."–Morgan Graybill, cleric of Syrah

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33 Magma Hurler

LEVEL 8 | AC 22 | DEF 20 | SPEED 5 | HP 45

ATTACK ACTIONS

Slam: +14 vs AC; 15 Damage

Hurled Magma: (sight) +14 vs DEF (Ref); 20 fire Damage; on miss, 10 fire Damage to all creatures adjacent to target

ABILITIES

Elemental • Fire

Resist 20 Fire

SPECIAL POWERS

Persistent Flame: Replaces attack action: Place a counter in any nonwall square within 6 squares of this creature. Until end of battle, whenever a creature activates in that square or a square adjacent to it, that creature takes 10 fire Damage.

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173 Mountain Troll

LEVEL 18 | AC 30 | DEF 28 | SPEED 7 | HP 145

ATTACK ACTIONS

Tree: +23 vs AC; 40 Damage AND push 2 squares

Wicked Smash: +22 vs AC; 40 Damage AND push 2 squares AND Stunned

ABILITIES

Giant • Earth

Reach 3

Stubborn: This creature makes saves at start and end of each of its turns.

SPECIAL POWERS

Swift Regeneration: Immediate, when this creature takes damage; heal 50 HP.

Just one of these hulking brutes can scatter entire communities.

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38 Ogre Skirmisher

LEVEL 11 | AC 24 | DEF 20 | SPEED 7 | HP 85

ATTACK ACTIONS

Greatclub: +16 vs AC; 15 Damage

Thrown Javelin: (range 5) +18 vs AC; 20 Damage AND Immobilized

Spring Attack: This creature moves up to its Speed and makes a or a attack at any time during its move. RECHARGE when no enemy is adjacent at start of this creature's turn.

ABILITIES

Ogre

Defensive Mobility: +5 AC against opportunity attacks while moving.

Reach 2

SPECIAL POWERS

Skirmish 10: +10 Damage this turn if this creature moved at least 2 squares from where it started its turn before attacking.

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39 Redspawn Firebelcher

LEVEL 11 | AC 25 | DEF 23 | SPEED 7 | HP 70

ATTACK ACTIONS

Bite: +16 vs AC; 15 + 5 fire Damage

Fire Belch: (range 5) +14 vs DEF (Ref); 20 fire Damage to target AND 10 fire Damage to all creatures adjacent to target

Fireblast: (radius 2 within 5) +14 vs DEF (Ref); 15 fire Damage AND ongoing 5 fire Damage (save ends)

ABILITIES

Dragon • Spawn • Fire

Resist 10 Fire

SPECIAL POWERS

Tiamat's Blessing (Fire): Adjacent Spawn creatures have Resist 10 Fire.

Charred bones litter the dark queen's battlefields.

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11 Small Black Dragon

LEVEL 4 | AC 20 | DEF 16 | SPEED F7 | HP 35

ATTACK ACTIONS

Claw Rake: +10 vs AC; 10 Damage

Acid Breath: (line 6) +9 vs DEF (Ref); 15 acid Damage

Double Attack: Make 2 attacks.

ABILITIES

Dragon

Flight

Resist 10 Acid

Even at a very young age, black dragons prey on the weak.

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8 Small Fire Elemental

LEVEL 3 | AC 19 | DEF 17 | SPEED 8 | HP 30

ATTACK ACTIONS

Burn: +10 vs AC; 5 + 5 fire Damage

ABILITIES

Elemental • Fire

Resist 10 Fire

SPECIAL POWERS

Fire Boost: Adjacent Fire allies have +2 Attack.

Heat Aura: Attacks by adjacent creatures that deal cold damage deal -5 cold Damage.

One fire, two fire, three fire, four: House burns down—walls, roof, and floor.

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200 Sorcerer on Black Dragon

LEVEL 18 | AC 30 | DEF 28 | SPEED F7 | HP 125

ATTACK ACTIONS

Bite: +23 vs AC; 30 Damage

Caustic Breath: (blast 5) +19 vs DEF (Ref); 25 acid Damage

Flashfire Arc: (up to 3 targets within sight) +19 vs DEF (Ref) each; 25 fire Damage each AND Blinded (save ends)

Unerring Stormlance: (range 10) automatic hit; 15 lightning OR thunder Damage

ABILITIES

Evil • Dragon • Mounted

Flight; Reach 2

Resist 40 Acid

SPECIAL POWERS

Mounted Spellcasting: Minor action, once per turn; make a attack.

CHAMPION 2

- Use before rolling initiative. Allies in victory areas have Conceal 6 until end of round.
- Use after an ally's attack hits a Blinded target: +20 Damage on that attack.

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9 Stirge

LEVEL 2 | AC 14 | DEF 13 | SPEED F7 | HP 25

ATTACK ACTIONS

Blood Drain: +3 vs DEF (Fort); 10 Damage

ABILITIES

Stirge

Flight

SPECIAL POWERS

Blood Syphon: When this creature activates, 1 adjacent enemy takes 5 Damage.

Flock Frenzy: +1 Attack and +5 Damage for each other Stirge adjacent to target (maximum +10 Damage).

A pack of stirges can kill in seconds, leaving a withered husk.

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166 Tundra Scout

LEVEL 21 | AC 31 | DEF 29 | SPEED 7 | HP 150

ATTACK ACTIONS

Spear: +24 vs AC; 30 Damage AND push 1 square

ABILITIES

Giant • Mounted • Cold

Resist Cold 30

Melee Reach 3

SPECIAL POWERS

Pin the Foe: Use when this creature scores a critical; target is also Immobilized (save ends).

Powerful Charge 10: +10 Damage on charge.

Stampede: Use when this creature declares a charge; 1 Mounted ally adjacent to this creature immediately takes a move action.

Veterans of the north argue over which is more ferocious: the mount or its rider.

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3 Twig Blight

LEVEL 1 | AC 14 | DEF 13 | SPEED 5 | HP 5

ATTACK ACTIONS

Claws: +6 vs AC; 5 + 5 poison Damage

ABILITIES

Plant • Stealth

Forest Camouflage: This creature is invisible while occupying forest terrain.

Dark magic, not nature, gives rise to the hateful twig blight.

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9 Whitespawn Hordeling

LEVEL 3 | AC 19 | DEF 15 | SPEED 7 | HP 25

ATTACK ACTIONS

Short Sword: +10 vs AC; 10 Damage

Chill Breath: (blast 3) +6 vs DEF (Ref); 10 cold Damage

ABILITIES

Dragon • Spawn • Cold

SPECIAL POWERS

Cold Defender: Immediate, when an enemy adjacent to this creature makes a attack against an ally; make a Chill Breath attack that includes that enemy.

Squad Activation: All creatures named Whitespawn Hordeling in your warband activate as a single activation.

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51 Yuan-Ti Halfblood Sorcerer

LEVEL 13 | AC 27 | DEF 25 | SPEED 6 | HP 80

ATTACK ACTIONS

Serpent Dagger: +20 vs AC; 5 + 15 poison Damage

Venom Bolt: (line 10) +18 vs DEF (Fort); 15 acid Damage AND ongoing 10 poison Damage AND Dazed (save ends both)

ABILITIES

Yuan-Ti • Arcane

Hide

SPECIAL POWERS

Poisonous Soul: Enemies within 10 squares of this creature taking ongoing poison damage take +5 poison Damage whenever they are hit by a or attack.

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War of the Dragon Queen™ Rules Update Notes

The *War of the Dragon Queen* set introduces a new condition, Blinded.

- **Blinded:** A blinded creature can't trace line of sight to any square or creature and grants combat advantage to enemies. Whenever a blinded creature makes a melee attack, the target is considered to have Conceal 11 for that attack. A blinded creature can't flank an enemy.

Dungeons & Dragons Miniatures Battle Rules
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